

Jianghao Li

Los Angeles, CA | +1 213-994-2364 | jianghaoli800@gmail.com
www.linkedin.com/in/lijiangh | www.lijianghao.com

EDUCATION

University of Southern California

B.F.A. in Game Development and Interactive Design, School of Cinematic Arts

Minor in Video Game Programming, Viterbi School of Engineering

Minor in Music Recording, Thornton School of Music

GPA: 3.92 / 4.0

Los Angeles, CA

Expected May 2028

SKILLS

Languages: Mandarin (Native), English (Fluent)

Technical Skills: Unity, C#, C++, Python, FMOD, Wwise, Unreal, Perforce, Git, Logic Pro, Studio One, Procreate

Interests: Music (Electric Guitar, Bass Guitar), Badminton, Gaming

EXPERIENCES

Dreamcatcher

Los Angeles, California

Jan 2026 – Present

- Technical Audio Designer*
- **Synthesize 10 sound effects** at the pre-production stage; **integrate** audio implementation using **Wwise**; **script** gameplay sound logic in **C++**; **architect online in-game audio** and **voice chat** framework; **collaborate** with the design team.
 - **Engineer de-noise DSP Wwise plugin** for player voice detection; **mix** spatial and immersive soundscape.

Sisyphus's Worst Day (again)

Los Angeles, California

Aug 2025 – Present

Lead Technical Audio Designer

- **Design sound effects** in Studio One for diegetic gameplay and non-diegetic UI; manage sound source files using **Soundly**; **implement** and mix sounds in **Unity** using **FMOD**; use source control software **Perforce**.
- **Lead** a team of 5; **structure** the production process; **architect APIs** for the engineers.

Dough it Urself – GMTK 2025

Beijing, China

Aug 2025

Programmer & Composer

- **Prototyped the game**; confirmed its playability in **Unity using C#**; created innovative algorithms that solved the **shape legality check issue**, programmed game scene movements, and other animations.
- **Composed and produced the theme music** of the game; **mixed** the tracks; created a diverse version of the music for a different scene.

Mantle

Los Angeles, California

Sep 2024 – May 2025

Lead Sound Designer

- **Created the audio asset list** collaboratively with the creative director; sorted out the audio requirements using **Excel**.
- **Designed over 100 sound effects** for the game in **Logic Pro**; **exhibited** at USC Games Expo and **released** on Steam.

Forest Fear – Games for Change 2025

Los Angeles, California

Feb 2025 – May 2025

Lead Audio Programmer & Game Designer

- **Created audio tracks** for ambience, music, and sound effects in Logic Pro; **used audio middleware Wwise** to integrate and implement audio in game; **programmed music interaction**, sound effect triggering, and special effects; made cutscene videos using Unity recorder tool.
- **Scripted the concept** of the game; **Refined levels** and built level sections in Unity. **Programmed gameplay elements** that contribute to game mechanics.

Astral Antics

Los Angeles, California

Oct 2024 – Nov 2024

Lead Designer

- **Structured the game narrative**; **prototyped** core game loop; **iterated game mechanics** through multiple playtests; **analyzed** players' feedback; **presented** the game to over 100 fellow designers.
- **Drew** the card face art in **Procreate**; **designed** a game character figure.

PROJECTS

Unity Audio Callback System

Los Angeles, California

Dec 2025 – Present

Developer

- **Integrate** Unity built-in system and audio programming methods to create an **audio-event callback** system; **emulate** audio middleware; **increase** audio-related work efficiency by 50%.

Architect system UI to create a user-friendly experience; **build an interactive timeline-like** visualization of audio events.

CrossfadER Audio Tool

Los Angeles, California

Oct 2025 – Nov 2025

Developer

- **Automate** audio crossfade workflow, **reducing** the time required by **90%**; **provide** various process options.
- **Develop** a desktop app using the .NET framework with Avalonia; **program** a Unity tool using **C#**.

Blender – Unity Communicator*Developer***Los Angeles, California**

Oct 2025 – Nov 2025

- **Programmed** a customized Blender add-on using **Python** that shortens the model exporting process by 50%; **automated** pipeline for replacing game object models in Unity utilizing **C#**.

SwapShift*Developer***Los Angeles, California**

Sep 2025

- **Architected** code operation framework for gameplay and object movement in **Unity**; **integrated and optimized** game performance by creating over **5** important programming interfaces.
- **Designed** 3 puzzle types and 3 maps that showcase core mechanics; **enhanced** gaming experience through system design.